LOADSTAR

THE LEGEND OF TULLY BODINE™

ROCKET SCIENCE GAMES™

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LOADSTAR

THE LEGEND OF TULLY BODINE™

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STARTING UP

System Requirements

- Minimum 486-based IBM compatible computer with 4MB of RAM, running DOS 5.0 or later; MPC Level 2 recommended
- Double-speed CD-ROM drive
- Keyboard and mouse or joystick
- Sound Blaster, Ad Lib, General Midi or compatible sound device
- VGA monitor set to 256 colors; SVGA recommended

1.0 Setting Up Your Computer
Follow these steps the first time you play Loadstar to configure your system.

For the purpose of these instructions, we assume your CD-ROM drive is drive D:. Depending on your configuration, your CD drive may be E, F, etc. Please substitute as needed.

1. Place Loadstar Disc 1 into your CD-ROM drive.
2. At the DOS prompt, type: D: [Enter]
   Note: If you are running Windows, you can display the DOS prompt by choosing Exit to DOS from the program manager.
3. At the D:\> prompt, type: Loadstar [Enter]
4. The Sound Configuration Set Up Menu will appear after a few moments. Use the arrow keys to highlight an option, and press [Enter] to confirm a selection or go on to a submenu.
   - Auto configure MIDI and audio drivers Choose the sources for digital audio (voices) and MIDI (music).
   - Music/Audio–Test your music and audio set up.
   - Exit to DOS–Return to the DOS prompt.
   - Play Loadstar–Start the game. If you want a tougher (or easier) challenge, see the section Setting Game Options in this guide.

Note: To readjust these settings, see the Rocket Booster Guide.

2.0 Starting Loadstar (from the DOS prompt)
After setting up your computer, you can start Loadstar directly from the DOS prompt the next time you play.

1. Place Loadstar Disc 1 into your CD-ROM drive.
2. In DOS at the C:\> prompt, type: D: [Enter]
3. At the D:\> prompt, type: Loadstar [Enter]

3.0 Starting the Game
Enjoy the introductory movie and find out what Tully's (and your) Loadstar mission is all about. If you like, you can press [Enter] to skip the film.

A System Check follows the movie. This is an animated overview of the Loadstar's onboard controls. You can press [Enter] to skip the System Check, after your first excursion in Loadstar.

Loadstar defaults to Easy Mode for new players. If you're ready to tackle a more difficult game at a higher skill level, see the Setting Game Options section in this guide.

Saving Your Game
Loadstar automatically saves your game when you exit. This lets you resume play later in your latest challenge level. For details, see the Setting Game Options section.

SYSTEM CHECK

- The System Check is an automated overview of the onboard control system of the Loadstar. It shows you what all the dial, gauges, keyboard and mouse commands do.
- You may skip over the System Check movie by pressing [enter] only after the first time you play Loadstar.

4.0 ON SCREEN DISPLAYS After the opening movies play, you're ready for take-off! Picking the Loadstar up off the moon (without dumping it back on the deck) demands masterful handling of it systems and status displays. Watch the damage meter!

SHIELDS Shield energy available. When activated, the shield drains energy rapidly. When this meter reaches 0%, the shield becomes disabled. Shield energy recharges over time once the shield is turned off or disabled.

LAUNCH Time left to complete the mission.

LIVES LEFT Drive carefully.

The **HEADING INDICATOR** Points the way to your destination.

SCORE For those of you so inclined, track your progress. Good luck!

You'll pick up **FUEL** when you reach level 3. Using the degausser burns fuel fast. Try to save some; you can't launch off the moon or win the game without it!

DEGAUSSER Depress your left & right buttons simultaneously to send out a powerful electromagnetic shock wave. Remember, you must obtain fuel before using this device.

MAGLEV As this gauge increases, the percentage on the Elev damage indicator increases, warning you that the Loadstar is nearing fatal injury. Activate the shield to minimize damage. Basically similar vital information as Elev on a different gauge.

The **HULL INTEGRITY INDICATOR** shows which part of the Loadstar was last hit. Bashing slowpokes causes hull damage. Use your horn to honk them out of the way.

ELEV Your damage meter, measuring the Loadstar's elevation from the track in centimeters. As the Loadstar receives damage, it falls closer to the track until it comes to a grinding halt.

Game Controls

You play Loadstar using a keyboard and either a mouse or joystick. Loadstar is a two-handed game! You will normally have one hand on the keyboard for steering/shields, and the other on the mouse/joystick for aiming and shooting.

- The keyboard controls steering and weapons selection.
- The mouse/joystick controls the gunsight and firing.

Loadstar defaults to keyboard and mouse controls. If you have a joystick, press [J] during play to toggle to joystick control; press [M] to return to mouse control.

Important: In order to use a mouse, your computer must have a mouse driver installed for DOS (and not just for Windows). If you need to install a mouse driver, or if your mouse becomes non-functional during play, see Appendix at the end of this guide.

Setting Game Options

Press [Esc] at any time to display the Options screen. To adjust the game settings:

- Use the arrow keys, or move your mouse or joystick to highlight a selection.
- Press [Enter] to activate your selection.

Keyboard

Steer with the arrow keys or the left-handed A, D, S, W key cluster:

Left Arrow or A	Steer Left
Right Arrow or D	Steer Right
Up Arrow or W	Shield blocks incoming attacks
Down Arrow or S	Horn warns off oncoming traffic and slowpokes

Additional keyboard controls:

P	Pause/resume
M	Switch to mouse control
J	Switch to joystick control
R	Reverse up/down control of mouse/joystick
F1	EZ adjustments
F2 /	Darken/brighten screen (gamma down/up)
F4	Return to default brightness
F5 / F6	Music volume down/up
F7 / F8	Sound volume down/up
Esc	Display Options screen; from option screen, [Esc] exits game

GAME CONTROLS

Mouse

Your mouse or joystick controls your cross-hair (you cannot use both). If you are using a Joystick, go to section 4.1.3

Roll mouse	Move cross-hair sights
Left button	Shoot the gun to destroy enemy vehicles or deflect incoming fire.
Right button	Use the horn in levels 1 and 2 to warn off slow traffic Use the powerful degausser in level 3 to destroy anything on or near the taxiways. (The Loadstar must have fuel to use the degausser.)
	Center button Toggle shield on to block incoming attacks, OFF to save on shield energy (3-button mice only)

Joystick

Stick	Move cross-hair sights
Button 1	Shoot the gun to destroy enemy vehicles or deflect incoming fire.
Button 2	Use the horn in levels 1 and 2 to warn off slow traffic Use the powerful degausser in level 3 to destroy anything on or near the taxiways. (The Loadstar must have fuel to use the degausser.)
Button 3	Toggle shield on to block incoming attacks, OFF to save on shield energy

Options

- Set the difficulty of play to Hard or Easy.
- Choose a Level and return to play by pressing [Enter]. To advance, you must play through the levels in order. The game is saved at your current level when you exit. Once you've conquered and saved a level, you can return to it at any time.
- Watch a game Demo.
- Scan Tech Data of Loadstar's vehicles.
- Preview other awesome games by Rocket Science.
- Exit to DOS by selecting EXIT or pressing [Esc]

NOTES

The A,S,D,W keys are provided as an alternative to the arrow key cluster for left-handed players or players that find having their left hand on the right side of the keyboard awkward.

There is no "keyboard only" mode. Loadstar requires a mouse or joystick.

LEVEL 1

Level one is full of SAPs. Although they don't fire at you directly, they will smash into the Loadstar, and damage can be fatal.

LEVEL 2

Level two is patrolled by the robotic AX vehicles. They're not your friends, so get them before they get you.

LEVEL 3

The entire Mendaleev police force is after you by now! Head for the launch rail and beware of your fellow truckers.

The Mission

You are Tully Bodine, captain of the Loadstar. You are the consummate Loadstar pilot: feisty, excitable, cool under pressure and always willing to take risks. That's why it's you, and nobody else out there, ace.

Level 1

Your mission is to procure a mysterious cargo in a race against time. Steer the Loadstar towards the observatory to pick up your load. Use your windshield HUD to guide your craft to the goal.

- The Heading indicator always points toward your objective.
- When damage reaches 100%, you lose a life.

Note: In Easy Mode, the destinations are highlighted on the HUD. (See the Options section for skill modes and how to change them.)

Survival . . .

- Not everyone wants you to reach your goal. The police, for one, would do anything in their power to stop you. Your shield is your best protection from enemy fire or SAPs (small unmanned police vehicles) that crash into your vehicle.
- Sometimes you just have to shoot back! Don't forget your gun. You can also use your gun as a defensive weapon to deflect enemy gunfire.
- You'll take damage if you run into another freighter, or if one runs into you. Use the horn to blast them out of the way!
- Listen to Mort. He'll guide you to a maintenance bay to repair damage before the last leg of your journey.
- The Mars Administration Marshals (MAM) has deployed an experimental military vehicle to defend the area near the base of the observatory. It is heavily armed and gunning for you. You must disarm this war machine to reach your goal.
- For more hints, complete your registration form and modem, fax or mail it to Rocket Science Games.

Level 2

The Loadstar is full of camels, but low on gas. Head toward the Com Dish to find fuel. Think fast but drive carefully. The area is loaded with sharp turns; missing one could be fatal.

Survival . . .

- Look alive for a new enemy, the AX! Though slow, they're unpredictable and erratic. Blow 'em away before they get you!
- If an enemy flies by . . . watch out! They'll be back!
- If you find the maintenance bay, you're probably off course.
- Want more hints? Log on to the Rocket Science home page at WWW.RocketSci.com.

Level 3

The entire Lunar police force is on your tail. It's time to get off the moon! But first, you must find the launch rail at the jector tower before Sheriff Wompler, or someone else, finds you!

A new weapon, the degausser, replaces your horn. This powerful first-strike weapon uses fuel to destroy everything in sight.

Survival . . .

- Watch your fuel gauge while using your degausser, and save some gas. You can't launch off the moon without it.
- Even small scorpions pack a big sting. Degausse!
- Keep an eye out for Ratbag Baxter. He's suicidal with a "one track mind."
- Don't put down your weapons just yet. Wompler's not afraid to leave his area of command.
- Questions? E-mail Mort@RocketSci.com.

THE NOVA UD2

Tully Bodine's Loadstar is a vintage Nova UD2, one of the biggest and fastest utility transports ever built. He purchased it in two parts starting with the used cab/ship he bought in 2094 using money he had saved from eight years as a merchant spaceman. Tully got the cab up and rolling two years later and used the stubby, aerodynamic craft to ferry small cargoes up and down from the Martian surface to Phobos and Demos. Recognizing his natural talent, a local trucking company hired Tully, certified him as an Outroller and provided him with a deep-space, 450 foot long Nova freight frame with two fusion engines. A freight frame carries sixteen removable freight modules and, unlike the cab, can only dock in orbit or set down on an airless asteroid, moon or planet.

After one year of hauling enormous loads between Titan and Mars, Tully grew tired of working for a company that would prefer he were a robot. So, in 2097 he purchased the freight frame, named the entire rig Loadstar and became an independent.

The rest is legend. In 2099 he purchased four Rolls Royce RH-12 thrust tunnels from military surplus. He mounted the engines himself in a pressurized dry dock on Demos. He put two in the cab and two on the aft end of the frame. Tully then acquired and installed a cybernetic persona to look after them, a persona he named Mortimer Nerd. The 500 foot long Loadstar is now the fastest privately owned utility in the solar system.

LOADSTAR TIPS

Always listen to Mortimer. He's there to help.

YUTANI SSAP-L
SOLAR SYSTEM AUTOMATED POLICEMAN
THE 'SAP' OR 'COP TOP'

A Yutani SSAP-L (Solar System Automated Policeman) is a common sight throughout the inhabited solar system.

Universally called SAPs, these small (two meters high), fully robotic devices are designed to augment police operations, but only in settlements located on airless planets and moons. In a vacuum, SAPs can fly about and hover utilizing three vectored, hypergolic thrusters located high on the corners of their triangular hulls. This provides pendulum-like stability near the surface of a large massive body.

An onboard Shiva3000 optical processor with A.I. programming gives the SAPs independent operation, but all SAPs can be remotely piloted when necessary.

SAPs conduct surveillance and can offer advice as well as lawful commands, but aside from blocking the way and calling for a manned 'Toaster' as back up, most SAPs are unarmed.

Pictured here is the exceptional SSAP-LG fully equipped with a railgun and an anti-riot vapor cannon.

SAP TIPS

SAPs cause damage when they collide with the Loadstar. Shoot them before they hit.

YUTANI 505L-TPC
TACTICAL POLICE CRUISER LUNAR MODIFICATION

THE 'T' CRUISER OR 'TOASTER'

The Yutani 505L tactical police cruiser or 'Toaster' is a manned and armed spacecraft designed for reactive flight over a massive, airless body such as the moon. Reaction is provided by a single Denudan IC-27 fusion rocket engine mounted centrally and vectored for hover and ballistic free flight.

T cruisers require onboard piloting and weapons management by a crew of two and are sometimes paired with an unmanned SSAP.

A turret mounted, Goyell 62-caliber railgun with active cryodamping for superconductivity and sustained fire is the Toaster's single weapon. Targeting is acquired by aligning holoradar data and the aiming point with the sight line of the weapons officer while wearing a helmet slaved to the gun turret.

Toasters are held in reserve from ordinary policing and are only deployed for major civil disruptions.

TOASTER TIPS

Warning; Toasters always attack when fired upon.

SYSTEM GUARD SHIVA AA-X3
AUTOMATED AND ARMED EXPERIMENTAL DRONE

THE 'AX'

The AX is an experimental, automated and armed drone. It is a longer range, smarter version of the SSAP and meant to replace it. With four Basille AF-2 mini fusion engines and a stereo pair of Goyell 88-caliber rail guns, the AX is a very impressive civilian and military enforcer. It is also unpredictable. An onboard, miniaturized SHIVA7000 optical processor gives the AX complete autonomy. The only constraint on its operation would come from, in the case of police work, internal interpretation of the law and external commands assessed as lawful. At least that was the plan. An earlier AA-X2, on a trial run at the Liddy proving grounds , suddenly and inexplicably attacked a portable espresso machine, injuring two of the scientists.

AX TIPS

Your shield will thwart an AX's powerful rail guns. Use it.

GNAT

THE GOYELL SE-3L
SECURITY ENFORCER (LUNAR MODIFICATION)
"GNAT"

The highly maneuverable SE-3, mono-pod or "cop in a can" as many insist on calling it, is best known as simply "The Gnat." The single operator Gnat is specifically designed for retrofiting. Almost anything can be affixed to its external mounts for either supplemental firepower such as anti-riot vapor cannons or extended transport as in the case of the SAPs.

The manufacturer's 20-caliber rail guns are its only weapons, but the Gnat's remote sensing capabilities are formidable. The most effective of these being thermal imaging, full spectrum amplification and high-res radar.

While Gnats often deliver and deploy SAPs for extended surveillance and policing, the manned mono pod is primarily called on when a situation requires sentient evalution or immediate intervention.

GNAT TIPS

Take advantage of the gnats slow speed to target the outer rail guns.

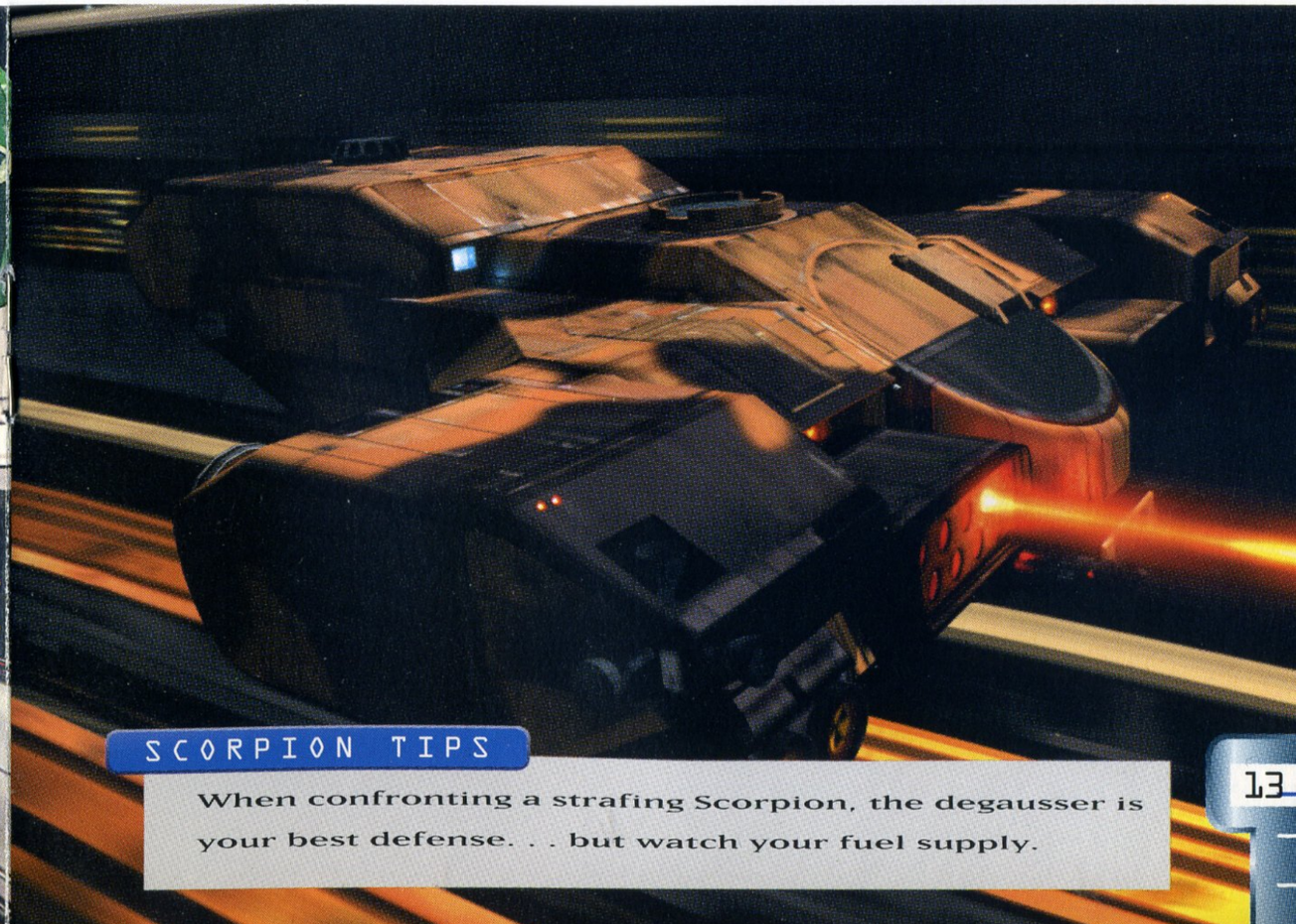
SCORPION

SYSTEM GUARD SAAB SA-10A
SURFACE ATTACK-AUTOMATED JUMP TANK
THE 'SCORPION'

The SA-10A Scorpion is an automated, highly armored and armed, military spacecraft deployed by the System Guard and used most often to back up System Police. It has a surface attack mission profile, meaning that it is a ship confined to reactive and orbital flight around a massive airless body like the moon.

The Scorpion's extensive armor gives the craft an almost aerodynamic appearance complete with 'wings', but it is a true VSV (vacuum surface vehicle). It is also extremely well endowed with reactive power. The SA-10A is powered by six, Basille J605 (Tokomak) fusion engines mounted in pairs at the craft's tri-lift points.

The Scorpion's small size is deceptive when evaluating its fire power. The SA-10A carries four complete weapon systems: a pair of Goyell 80-caliber railguns, two thermal lasers and eighteen Venom missiles with ordinance morphing. But, the real sting of the Scorpion is located in two bays of the forward engine pods. Here, four Bludgeon missiles are stowed in their own launch tubes. The Bludgeon has all the seeking capabilities of the Venom, but twice the range and sixty times the explosive yield! Each missile carries a small fission warhead, a 2.2 kiloton designer nuke, with enough power to evaporate Happystation.



SCORPION TIPS

When confronting a strafing Scorpion, the degausser is your best defense. . . but watch your fuel supply.

WEAPONS

HORN

The Magi 6A-20 All-Hailer is more than a sound maker. It 'warns' slower traffic to speed up and turn aside by projecting a narrow-beam, radio pulse directly to the control computers of the lagging vehicle. This warning lasts no longer than one tenth of a second before the vehicle is forced to comply! Of course truckers aren't supposed to have or use them. Tully picked his up from a flea market on Io.

SHIELD

A small, directional nitrogen cannon that can act as a shield by deflecting hypervelocity railgun fire. Tully uses it for protection against armed hijackers.

DEGAUSSER/DEPOLARIZER

When Loadstar has fuel and is on a mag lev taxiway, the onboard, fusion powered generators can send enough voltage through the truck's levitation coils to reverse the inductive or motive force of the taxiway. This imparts a rolling depolarization and discharge 200 feet ahead of the truck, an arc of electrical energy capable of frying anything on or near the taxiway surface. If nothing else, this weapon is an effective method of deterring Toasters and Scorpions.

OUTROLLER SLANG

ALCATRAZ
Earth's moon

BACKSIDE
Far side of the moon

BIG POTATO
Phobos (Largest moon of Mars)

CRYOSUSPENSION
A state of suspended consciousness through extreme cold. Method of choice for prisoners serving out their terms.

DEW
Deuterium fuel

FRAME
A full load of 16 freight modules

JECTOR
Trajectory

JECTOR - TOO FLAT
Too fast

JECTOR - TOO BENT
Too slow

'JUMP'
A term designating the mode of transport for any spacecraft that "flies" over the surface of a massive, but airless planetoid or moon using vectored reaction jets

JUMP CAN
Any small utility spacecraft

JUMP RAIL
Freight ship (acceptable term)

JUMP TANK
See Scorpion

JUMP TRUCK
Freight ship (derogatory)

MIDTOWN
Earth/moon vicinity

THE OUTER
Solar system beyond Mars

ROCKHEADS
Mars state police

ROLLING
Unpowered trajectory

SCORPION (see also JUMP TANK)
A manned, heavily armed and armored military attack ship (used exclusively by the System Guard). There are also automated or unmanned, remotely piloted versions of this craft

SMOG
Venus

SNOW BALL
Titan

SSP
Solar System Police

or SP
System Police

SUBURBIA
Mars vicinity

TOASTER
Police ship

UTILITY TRANSPORT
Freight ship (official)

VU
Velocity unit = 1 km per second

By 2010 the people of earth had begun to understand the problem.

Human beings were dying of unparalleled success. Two hundred years earlier, the industrial revolution ignited a fire storm of technological progress that initially eliminated famine and disease and converted humanity to a single, international culture committed to welfare capitalism, pragmatic democracy and machines that talked back.

This in turn launched a flood of human population across the face of the earth. While usually the benchmark of a successful species, this abundance led to mass starvation by the end of the 20th century, with whole continents poisoned by industrial waste and society decayed to the point of crime, cults and video games.

The most alarming consequence of this. . . human malignancy would be the destruction of the natural world. The earth's entire support structure of air, water, plant and animal life was in real danger of a catastrophic collapse. The answer was simple and obvious - New zoning laws:

First: Rezone the entire earth exclusively R-1, Residential.

Second: Relocate all disruptive, dangerous and polluting industrial processes (including agriculture) off the earth, where they could be sealed in the vacuum of space or set up on planets, moons or asteroids devoid of indigenous biology, yet continue to supply the home planet with energy, wealth, jobs and fresh vegetables.

Third: Open up the unbelievably vast land, space and natural resources of the solar system to entrepreneurial exploitation. This would pull excess population off the earth by offering migrants employment, adventure, obscene wealth and new, colorful ways of dying.

Just eighty years after the implementation of these laws and at the time of our story, 2103, three billion human beings live, work, reproduce and die far from earth. Colonies, factories, mines, power plants, agra-domes, prisons, theme parks, utopian communes, casinos and resorts orbit every solar body or dot the surface of every solid planet, moon and asteroid in the entire solar system.

The Solar Century

While the massive, century-long push to occupy the solar system happily reversed the ecological decline of the earth, many earthlings felt the 21st century had its share of disappointments.

The lurid science fictional expectations of imminent contact with extraterrestrial life, as well as the pseudoreligious longing for angelic 'space brothers' to descend and rescue humankind from our flagging spirituality, finally had to give way to reality late in the 21st century.

After almost ninety years of high-tech interstellar eavesdropping, and the launching of well over three hundred robotic probes and eighteen manned expeditions to thousands of extra-solar planetary systems, the scientists of earth had to concede a big fat zero for the detection of articulate, technological, alien civilizations. As a result the people of tiny earth began to appreciate how stunningly vast the universe really is.

Apparently we are alone, at least within the immensity of our immediate galactic neighborhood and have, at this time, no practical or timely way of traversing the gulf between even the nearest stars. Faced with this 'coming of age', humans turned to the relative magnitude and potential of our own solar system.

MENDALEEV

The earth-moon system is the trading hub of the entire inhabited solar system and its primary freight depot is Mendaleev. Located on the back side of the moon, Mendaleev spans the entire floor of a huge crater of the same name. In the center are the high-rise pressure domes of Mendaleev city. Spreading outward from this center in all directions are thousands of loading bays all serviced by a vast web of 'mag lev' taxiways. Mendaleev crater is found just above the lunar equator near the middle of the far side. There is a good reason for this particular site.

Centered on the southern edge of the depot and paralleling the lunar equator for a thousand miles in each direction, a launch/landing rail has been constructed straight as a laser beam across the lunar landscape. Looking like an elevated, metal-surfaced freeway, this megastructure is literally a highway into space. Using electromagnetic levitation and linear induction, the landing half of the rail, five-hundred miles to the west, can capture and decelerate all unpowered spacecraft which arrive by swinging over the airless moon, parallel to and just above the rail, in extremely low, but high-speed orbits. The launch rail, extending five-hundred miles to the east, can accelerate and catapult spacecraft completely off the surface of the moon. It's all a matter of economy. For one week in every lunar month, the orbital movements of the earth and moon plus the small rotation of the moon all add up to one free, colossal kick in the pants if you're interested in getting somewhere else in the solar system.

A modest amount of solar-powered electrical acceleration from Mendaleev's launch rail can easily and cheaply catapult huge spacecraft to midtown escape velocity. They can then set course to anywhere else in the solar system after a short burn of their fusion rocket engines.

THE TAXIWAYS

All massive airless moons and planets (Mercury, Earth's moon, Ganymede, Europa, Callisto, Rhea, Iapetus, Titania, Oberon, Triton and Charon) impart enough weight to a grounded, fully loaded truck that a mechanical means of transport around the depot is required for loading and unloading. This is accomplished through the extensive use of electromagnetic levitation and induction taxiways.

Every utility transport has standard retractable landing struts that allow vertical landing with four small fusion rocket engines and two retractable levitation coils or swiveling 'trucks' (like an old railroad coach) for electromagnetic landing and launch, if such rails are provided. The coils of the utility trans-ports fit snugly in the trough-like trackways with only two feet of levitated clearance all around. These coils also allow for transport along the mag lev taxiways.

THE OUTROLLERS

As in ancient Rome, roads are vital to the material needs of any empire. The roads that span the sun's great planetary disc are invisible lines drawn by gravity, but just as vital to humanity's largest empire.

The task of moving raw materials, food and manufactured goods over these invisible roads falls mainly to fleets of immense automated space freighters called 'utility rails'.

A small number of these 500 foot long, flying boxcars are privately owned by a subculture of eccentric men, women and otherwise who prefer to live onboard their craft and directly pilot them like the earth-bound truck drivers of long ago.

They're the system's last individuals, humans who prefer the restless solitude of a freight haul from Mercury to Pluto. Many stereotype these throwbacks as gypsies, outlaws or worse, and dismiss their colorful rigs as 'Jump Trucks.' The truckers themselves, however, proudly refer to themselves as 'Outrollers'.

Tully Bodine

Some might think of Tully as just another battered, over-the-hill 'Outroller' hauling freight between Mars and the moons of the system's gas giants aboard his equally battered space freighter 'Loadstar'. But to the hardy colonists of the frigid outer system, he's a colorful character in a monochrome wilderness, greatly admired for his many acts of selfless assistance in their struggle to survive.

To his fellow Outrollers he is simply a legend, a strong but fair competitor and the best damn trucker in the system.

Tully is earth born, a 'midtowner' as the Outrollers would call him. But to Tully midtown is a place of dark and terrible memories. In his youth as a United American Ranger, Tully fought in the terrible terrestrial war against the fanatical 'True Light' fundamentalists. After his stint in the service and ten years as a merchant spaceman, Tully migrated to Mars colony where he became an Outroller.

These days Tully avoids midtown as much as he can.

Molly Matlock

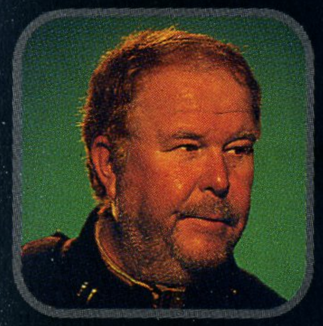
Molly is Tully's long time girl friend. She owns and runs a pub at Eros Chasm. Molly was nineteen when she met Ranger Corporal Bodine and Sergeant Wompler on her first trip to earth to visit her grandparents. It was shortly after dating Wompler that she fell for Tully and began a torrid relationship that lasted five years. When it ended, Molly traveled, lived and worked around the earth for many more years before returning to Mars only to take over the family business at age thirty-two.

Eventually Tully returned to Mars to became an Outroller and their relationship resumed.

Molly has convinced the veteran Outroller to give up the lonely, rollin' life and settle down on Mars colony where they will go into the hotel business together.

Mortimer

Mort is Loadstar's onboard computer. He's an omnipresent, artificial intelligence with massive computing power and enthusiastic good humor. Unfortunately, over the years and under Tully's influence, Mortimer has developed into a cosmic-grade cynic. Tully attempts to keep Mortimer tolerable by insisting that he wear a happy face display at all times .



Francis Wompler (Sheriff)

Francis Wompler is sheriff of Lunar Federal Territory. He is one of those authority junkies that does everything by the book. Unfortunately it's his own book and the rule on page one is, never lose.

Like Tully, Francis was born on earth. He joined the Rangers when he was seventeen and bullied his way to sergeant in nine months. Here he met Corporal Tully Bodine.
For the duration of the 'True Light' war, Francis and Tully were rather unlikely buddies. It was while both were on leave in St. Louis that they met Molly Matlock. Tully's affair with Molly turned Francis into a loser and a lifelong enemy of Tully Bodine.

Vern Wompler (Wompler's Nephew)

Vern greatly admires his uncle Francis and would be just like him if he processed a few more I.Q. points above a pineapple. Having failed in his bid to enter law enforcement, Vern has chosen the colorful, rather uncomplicated life of an Outroller.

William Snid

Snid grew up among the youth gangs preying upon the tourists and merchant spacemen of Mendaleev depot.

Always eager to please, Willie quickly rose up the ranks of Mendaleev organized crime by being the little twit willing to do everyone's dirty work.

Rat Bag Baxter

Rat Bag is out to be number one — the Outroller's Outroller, a position currently held by Tully Bodine. This is the sole basis of the big man's relationship with Tully. With an attitude ranging from grudging respect and envy to irritation and psychotic competitiveness, Baxter is the curse of Tully's life.

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Executive Producer

Molly Naughton
PC Producer

Veronica O'Donovan
Production Coordinator

Jonathan Ackley
Interactive Dialogue

Digital Production

Computer Animation
George Chang, Hayden Landis, Richard Cohen, Neil Lim Sang, Dean Hadlock, Gary Siela

Matte Painting
Brian Flora, Mark Nonnenmacher, Mark Sullivan

Option Screens
Mark Nonnenmacher

Digital Models
George Chang, Thalia Georgeopoulos, Fred Lewis, Dean Hadlock

Digital Compositing
George Chang, Wade Childress, Richard Cohen

Texture Maps
George Chang, Brian Flora, Chris Green, David Nakabayashi, Mark Nonnenmacher

Engineering
Head Waiter Bruce Leak
Game Science OS Sean Callahan
Game Composer Edward Harp
Game Compiler George Cossey

PC Operating System
Edward Harp, Mark Krueger

PC Systems Engineering
Dan Teven

Gameplay
Mark Krueger, Sean Callahan

Compression
Peter Barrett, Mark Krueger

Additional Engineering
Mark Krueger, Tony Myles, Mickey Killianey, Desmond Mullen, Brian Hook

PC Sound Libraries
John Miles

Game Testing/Quality Assurance
John Conklin II, Eric Liu, Carl Rosenzweig

Post Production

Western Images
Todd Lindo Producer
John Henkel Editor
Alan Chimenti Editor
Jim Barrett Colorist
Jerry Castro Technical Director

Music Annex
Mary Ellen Perry Sound Engineer

Sound Design
Gary Clayton - Clayton Engineering
Matthew Fassberg, Brian Walker

Gameplay Music
Dean Menta - Neuromantic Productions

Scoring
Mark Leggett Legativity Music

Voice Over
Jonathan Ackley Scorpion
Matthew Fassberg Ward
Chris Green Toaster
Veronica O'Donovan SAP

Ground Control

Mike Backes, Greg Butler, Anna Caldwell, Cathy Callahan, John Conklin II, E. Lacey Gordon, Julie Jaros, Debbie Kerlin, Li Kramer, Tom Laskaway, EricLiu, Elon Musk, Veronica O'Donovan, Tony Payne, Susanna Richards, Josh Smith, Josh Viers, Brandy Wilson

Mission Control

Steve Blank President, CEO
Richard Booroojian CFO
Jim Wickett VP Business Affairs
Peter Barrett Executive VP

Special Thanks
Kathryn Gould, Jon Feiber...for having the faith

Live Action

One Heart Productions
Phil Parmet Director
Tammara Wells Executive Producer
Eric Deutsch Line Producer

Production Department

Darrin Ball Production Manager
Martin Pitts Associate Producer
Eric Small Production Consultant
Greg Egemo 2nd Assistant Director
Damon Nonas Production Assistant
Jeff Kuntz Production Assistant
Brain Baker Production Assistant
Carolyn Coal Production Assistant
Nancy Carradine Craft Service
Tricha Ronten Script Supervisor
Pam Rack Casting Director
Bob Goodwin Fight Coordinator

Art Department

Vance Lorenzini Production Designer
Renee Frigo Production Manager
Greg Dellerson Lead Man
Bill Averill Property Master

Sound Department
Tommy Lockett Sound Recordist
Matt Markey Boom Operator

Sound Department
Tommy Lockett Sound Recordist
Matt Markey Boom Operator

Camera Department
Kim Haun Camera Operator
Linda Morgenstern Assistant Camera
George Baker 2nd Assistant Camera
Darrell Randazzo Still Photographer

Electric Department
Patrick Melly Gaffer
Anthony John Best Boy Electric
Colin Edwards Electric
Kevin Harrop Swing

Grip Department
Irv Gorman Key Grip
Gene Rivera Best Boy Grip
Scotty Graves Grip

Wardrobe
Dana Allyson Stylist
Lisa Parmet Assistant Stylist
Rosanne Fiedler Assistant Stylist

Make Up /Hair
Judd Minter Key Make Up
Danielle Russell Key Hair Stylist
Cinzia Zanetti Make Up
Susan Seligman Make Up

Cast

Starring
Barry Primus Tully Bodine
Ned Beatty Sheriff Wompler

Principals
Michael P. Byrne Snid
Cristi Conaway News Anchor
John Beatty Vern
Prince Hughes Rat Bag Baxter
Craig Ryan Ng Helium Head O'Bannon
Jolie Jackunas Nails

Featuring
Tony Cox Bartender #1
Michael Anderson Bartender #2
Steve Randazzo Moon Dog
Paul Quinn Deputy #1
Richard Haje Deputy #2

Extras
Gary Willison Bouncer
Scott Schauer Trucker
Earnest L. Brown Trucker
Patrice Quinn Strange Character
Regana Redd Waitress
Pamela Sillman Worker
William Richards Worker
Tamara Lunt Waitress
Lynn Zeigler Bar Character
Steve Friedlander Bar Character
Karen Sempertegui Bar Character
Peter Barrett Man in Silly Hat
Veronica O'Donovan Camel Bay Betty

Packaging and Manual Design
Three 8 Creative Group

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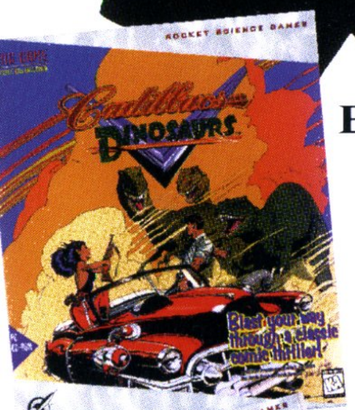
ROCKET SCIENCE GEAR

A.

C.

D.



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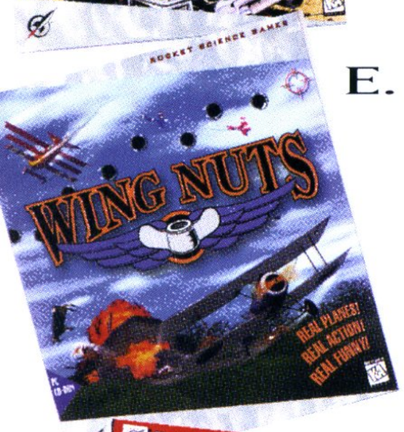

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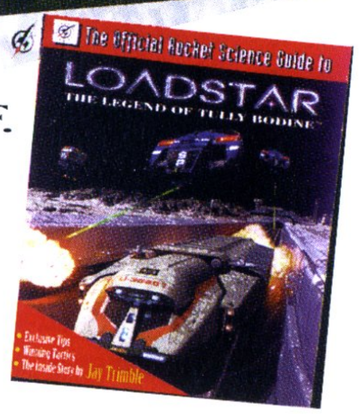

F.

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Welcome to the Xenozoic age, a world 600 years in the future, where dinosaurs of the past co-exist with men and women of the future in a frenzied struggle for survival. Based on the popular graphic novels by Mark Schultz, the game features unique 2.5 D animation process, full-motion video, and original CD music score.
PC #10020 $39.99

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D. "TRANS TEMPORAL" LOADSTAR CAP

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It's World War I and enemy Prussians have launched a surprise attack. As the ace of the squadron, your job is to blast them out of the sky! Wing Nuts offers all the dogfights you love, without the frustration of flight simulation you hate. ..Real Planes. Real Action. Real Funny. PC #10040 $ 39.99

F. THE OFFICIAL GUIDE TO LOADSTAR: THE LEGEND OF TULLY BODINE

Featuring insider tips, strategy, game basics and an exclusive look at the art of Ron Cobb , this guide book will really help to launch you off the Moon. Written by a real Rocket Scientist, NASA's Jay Trimble gives you the inside scoop on Loadstar: The legend of Tully Bodine. #04030 $16.95

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